Music Technology with Performance

Aims:

- To develop skills, knowledge and understanding of the music technology industry;
- To allow students to gain practical skills in creating music using technology;
- Students will demonstrate knowledge of theoretical and contextual issues relating to music style, genre, audience and the music industry.

Content:

Music Technology at Year 9 introduces a new subject for students interested in music. In this course, we will perform and compose using various technologies, learn what it means to work in the music technology industry, and continue to develop our general musicianship skills through a variety of tasks and projects.

Curriculum Map

Year	Term	Curriculum	Assessment
9	Term 1	Everyone Can Create Music Students work through various activities outlined in the Apple resource. These include creating melodies, chord progressions, bass lines and drumbeats using GarageBand on iPad. iPad Band Students perform together in large ensembles using Smart Instruments in GarageBand.	• Composition: Everyone Can Create Music composition tasks (x2) • Performance: iPad Band ensemble performances
		Careers Top Trumps Students research the responsibilities, salaries and working patterns of jobs in the music industry. Performing Experience 1 Students create performances leading up to a showcase performance event.	• Knowledge: Top Trumps cards • Knowledge: Key Terms • Performance: solo or ensemble performances during lessons and concerts • Knowledge: Key Terms
	Term 2	Sounds Around Us Students record sounds on iPad to create rhythmic compositions in GarageBand. Genre Exploration project Students present information about selected genres.	• Composition: 'Sounds around Us' audio • Knowledge: Exploration 1 • Appraising: Listening Task
		Sounds Around Us Students create videos to accompany composed tracks. Genre Exploration project Continuation of project from HT3.	• Composition: 'Sounds around Us' video • Knowledge: Exploration 2
	Term 3	Mixing and mastering Students will recreate Shape of You (Ed Sheeran) or New Rules (Dua Lipa) by manipulating samples, MIDI parts and vocal recordings. Scoring for Film and Gaming	• Knowledge/Appraising: questions on both tracks • Mixed project • Appraising: Listening to Film Music

		Students learn how to compose for film and create compositions to accompany film trailers and/or gaming scenes.	• Composition: Film/Gaming composition
		Performing Experience 2 Students create performances leading up to a showcase performance.	• Performing: Film motifs • Performance: solo or ensemble performances during lessons and concerts • Knowledge: Key Terms

Assessment:

Assessment in Music Technology will take many forms. Most lesson time will be dedicated to larger composition or mixing projects on the iMacs or iPad, but there will also be a range of smaller assessments to help measure progress made. These smaller assessments will include answering question sheets relating to scheme-specific knowledge, completing quizzes to assess understanding of key terminology, and creating resources to present your learning.

Extended Learning:

There will be lots of opportunity for extended learning with Music Technology. Enrichment clubs will be added to the enrichment programme. Students will be expected to listen to music during the week and consider the effect music technology has had on that particular piece. We also hope to collaborate with the Music cohort during the year, with a variety of live music experiences.

Connection to the JTFS Approach

Whole School Theme	How does Music Technology with Performance support this?
STRIPE	Self-manager: during larger projects, students will need to create and follow a plan, and meet regular deadlines. Team player/participator: Students will regularly work and reflect as a class, and provide feedback to each other. Reflective and resilient: Project diaries will be maintained to reflect on emerging needs. Innovate and create: Students will need to take risks in this subject and try things out before knowing the outcome. Enquirer: Students will need to analyse situations and information to inform planning.
STEAM	Using technology runs through the entire Music curriculum. Students will explore, experience and appreciate how technology has transformed music.
Literacy	Students will learn lots of new key terminology and be able to use these confidently and accurately as we go through the curriculum. Students will communicate their understanding of why certain processes work and others do not.
Numeracy	Numeracy is embedded in the larger projects in Music Technology, particularly when using digital audio workstations (GarageBand and/or Logic). Quantisation is important, alongside understanding how much notes or samples will fit in a number of beats or bars.
SMSC, British Values and Citizenship	As part of this curriculum, students will explore genres of electronic music from different areas and cultures of the world. We will embed an appreciation for musical genres – even for those we might not personally favour!